Accelerate
{1}{R}
Instant
Target creature gains haste until end of turn.
Draw a card.

Acorn Harvest
{3}{G}
Sorcery
Put two 1/1 green Squirrel creature tokens into play.
Flashback––{1}{G}, Pay 3 life. #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Alter Reality
{1}{U}
Instant
Change the text of target permanent or spell by replacing all instances of one color word with another. #(This effect doesn't end at end of turn.)#
Flashback {1}{U} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Ambassador Laquatus
{1}{U}{U}
Creature –– Merfolk Legend
1/3
{3}: Target player puts the top three cards of his or her library into his or her graveyard.

Angel of Retribution
{6}{W}
Creature –– Angel
5/5
Flying, first strike

Anurid Scavenger
{2}{G}
Creature –– Beast
3/3
Protection from black
At the beginning of your upkeep, sacrifice Anurid Scavenger unless you put a card from your graveyard on the bottom of your library.

Aquamoeba
{1}{U}
Creature –– Beast
1/3
Discard a card from your hand: Switch Aquamoeba's power and toughness until end of turn.

Arrogant Wurm
{3}{G}{G}
Creature –– Wurm
4/4

Trample
Madness {2}{G} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Aven Trooper
{3}{W}
Creature —— Bird Soldier
1/1
Flying
{2}{W}, Discard a card from your hand: Aven Trooper gets +1/+2 until end of turn.

Balshan Collaborator
{3}{U}
Creature —— Bird Soldier
2/2
Flying
{B}: Balshan Collaborator gets +1/+1 until end of turn.

Balthor the Stout
{1}{R}{R}
Creature —— Dwarf Legend
2/2
All Barbarians get +1/+1.
{R}: Target Barbarian gets +1/+0 until end of turn.

Barbarian Outcast
{1}{R}
Creature —— Barbarian Beast
2/2
When you control no swamps, sacrifice Barbarian Outcast.

Basking Rootwalla
{G}
Creature —— Lizard
1/1
{1}{G}: Basking Rootwalla gets +2/+2 until end of turn. Play this ability only once each turn.
Madness {0} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Boneshard Slasher
{1}{B}
Creature —— Horror
1/1
Flying
Threshold —— Boneshard Slasher gets +2/+2 and has "When Boneshard Slasher becomes the target of a spell or ability, sacrifice it." #(You have threshold as long as seven or more cards are in your graveyard.)#

Breakthrough
{X}{U}

Sorcery
Draw four cards, then choose X cards in your hand and discard the rest from it.

Cabal Coffers
Land
{2}, {T}: Add {B} to your mana pool for each swamp you control.

Cabal Ritual
{1}{B}
Instant
Add {B}{B}{B} to your mana pool.
Threshold — Instead add {B}{B}{B}{B}{B} to your mana pool. #(You have threshold if seven or more cards are in your graveyard.)#

Cabal Surgeon
{2}{B}{B}
Creature — Minion
2/1
{2}{B}{B}, {T}, Remove two cards in your graveyard from the game: Return target creature card from your graveyard to your hand.

Cabal Torturer
{1}{B}{B}
Creature — Minion
1/1
{B}, {T}: Target creature gets –1/–1 until end of turn.
Threshold — {3}{B}{B}, {T}: Target creature gets –2/–2 until end of turn. #(Play this ability only if seven or more cards are in your graveyard.)#

Carrion Rats
{B}
Creature — Rat
2/1
Whenever Carrion Rats attacks or blocks, any player may remove a card in his or her graveyard from the game. If a player does, Carrion Rats deals no combat damage this turn.

Carrion Wurm
{3}{B}{B}
Creature — Zombie Wurm
6/5
Whenever Carrion Wurm attacks or blocks, any player may remove three cards in his or her graveyard from the game. If a player does, Carrion Wurm deals no combat damage this turn.

Centaur Chieftain
{3}{G}
Creature — Centaur
3/3
Haste
Threshold — When Centaur Chieftain comes into play, creatures you control get +1/+1 and gain trample until end of turn. #(You have

threshold if seven or more cards are in your graveyard.)#

Centaur Veteran
{5}{G}
Creature –– Centaur
3/3
Trample
{G}, Discard a card from your hand: Regenerate Centaur Veteran.

Cephalid Aristocrat
{4}{U}
Creature –– Cephalid
3/3
Whenever Cephalid Aristocrat becomes the target of a spell or
ability, put the top two cards of your library into your graveyard.

Cephalid Illusionist
{1}{U}
Creature –– Cephalid Wizard
1/1
Whenever Cephalid Illusionist becomes the target of a spell or
ability, put the top three cards of your library into your
graveyard.
{2}{U}, {T}: This turn prevent all combat damage that would be dealt
to and dealt by target creature you control.

Cephalid Sage
{3}{U}
Creature –– Cephalid
2/3
Threshold –– When Cephalid Sage comes into play, draw three cards,
then discard two cards from your hand. #(You have threshold if seven
or more cards are in your graveyard.)#

Cephalid Snitch
{1}{U}
Creature –– Cephalid Wizard
1/1
Sacrifice Cephalid Snitch: Target creature loses protection from
black until end of turn.

Cephalid Vandal
{1}{U}
Creature –– Cephalid
1/1
At the beginning of your upkeep, put a shred counter on Cephalid
Vandal. Then put the top card of your library into your graveyard
for each shred counter on Cephalid Vandal.

Chainer, Dementia Master
{3}{B}{B}
Creature –– Minion Legend
3/3
All Nightmares get +1/+1.

{B}{B}{B}, Pay 3 life: Put target creature card from a graveyard into play under your control. That creature is black and is a Nightmare in addition to its creature types.
When Chainer, Dementia Master leaves play, remove all Nightmares from the game.

Chainer's Edict
{1}{B}
Sorcery
Target player sacrifices a creature.
Flashback {5}{B}{B} #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Churning Eddy
{3}{U}
Sorcery
Return target creature and target land to their owners' hands.

Circular Logic
{2}{U}
Instant
Counter target spell unless its controller pays {1} for each card in your graveyard.
Madness {U} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Cleansing Meditation
{1}{W}{W}
Sorcery
Destroy all enchantments.
Threshold -- Instead destroy all enchantments, then return to play all cards in your graveyard destroyed this way. #(You have threshold if seven or more cards are in your graveyard.)#

Compulsion
{1}{U}
Enchantment
{1}{U}, Discard a card from your hand: Draw a card.
{1}{U}, Sacrifice Compulsion: Draw a card.

Coral Net
{U}
Enchant Creature
Coral Net can enchant only a green or white creature.
Enchanted creature has "At the beginning of your upkeep, sacrifice this creature unless you discard a card from your hand."

Crackling Club
{R}
Enchant Creature
Enchanted creature gets +1/+0.
Sacrifice Crackling Club: Crackling Club deals 1 damage to target creature.

Crazed Firecat
{5}{R}{R}
Creature –– Cat
4/4
When Crazed Firecat comes into play, flip a coin until you lose a
flip. Put a +1/+1 counter on Crazed Firecat for each flip you win.

Crippling Fatigue
{1}{B}{B}
Sorcery
Target creature gets –2/–2 until end of turn.
Flashback––{1}{B}, Pay 3 life. #(You may play this card from your
graveyard for its flashback cost. Then remove it from the game.)#

Dawn of the Dead
{2}{B}{B}{B}
Enchantment
At the beginning of your upkeep, you lose 1 life.
At the beginning of your upkeep, you may return target creature card
from your graveyard to play. That creature gains haste until end of
turn. Remove it from the game at end of turn.

Deep Analysis
{3}{U}
Sorcery
Target player draws two cards.
Flashback––{1}{U}, Pay 3 life. #(You may play this card from your
graveyard for its flashback cost. Then remove it from the game.)#

Devastating Dreams
{R}{R}
Sorcery
As an additional cost to play Devastating Dreams, discard X cards at
random from your hand.
Each player sacrifices X lands. Devastating Dreams deals X damage to
each creature.

Dwell on the Past
{G}
Sorcery
Target player shuffles up to four target cards from his or her
graveyard into his or her library.

Enslaved Dwarf
{R}
Creature –– Dwarf
1/1
{R}, Sacrifice Enslaved Dwarf: Target black creature gets +1/+0 and
gains first strike until end of turn.

Equal Treatment
{1}{W}
Instant
If any source would deal 1 or more damage to a creature or player

this turn, it deals 2 damage to that creature or player instead.
Draw a card.

Faceless Butcher
{2}{B}{B}
Creature —— Nightmare Horror
2/3
When Faceless Butcher comes into play, remove target creature other
than Faceless Butcher from the game.
When Faceless Butcher leaves play, return the removed card to play
under its owner's control.

False Memories
{1}{U}
Instant
Put the top seven cards of your library into your graveyard. At end
of turn, remove seven cards in your graveyard from the game.

Far Wanderings
{2}{G}
Sorcery
Search your library for a basic land card and put that card into
play tapped. Then shuffle your library.
Threshold —— Instead search your library for three basic land cards
and put them into play tapped. Then shuffle your library. #(You have
threshold if seven or more cards are in your graveyard.)#

Fiery Temper
{1}{R}{R}
Instant
Fiery Temper deals 3 damage to target creature or player.
Madness {R} #(You may play this card for its madness cost at the
time you discard it from your hand.)#

Flaming Gambit
{X}{R}
Instant
Flaming Gambit deals X damage to target player. That player may
choose a creature he or she controls and have Flaming Gambit deal
that damage to it instead.
Flashback {X}{R}{R} #(You may play this card from your graveyard for
its flashback cost. Then remove it from the game.)#

Flash of Defiance
{1}{R}
Sorcery
Players can't block with green and/or white creatures this turn.
Flashback——{1}{R}, Pay 3 life. #(You may play this card from your
graveyard for its flashback cost. Then remove it from the game.)#

Floating Shield
{2}{W}
Enchant Creature
As Floating Shield comes into play, choose a color.

Enchanted creature has protection from the chosen color. This effect
doesn't remove Floating Shield.
Sacrifice Floating Shield: Target creature gains protection from the
chosen color until end of turn.

Frantic Purification
{2}{W}
Instant
Destroy target enchantment.
Madness {W} #(You may play this card for its madness cost at the
time you discard it from your hand.)#

Ghostly Wings
{1}{U}
Enchant Creature
Enchanted creature gets +1/+1 and has flying.
Discard a card from your hand: Return enchanted creature to its
owner's hand.

Gloomdrifter
{3}{B}
Creature -- Minion
2/2
Flying
Threshold -- When Gloomdrifter comes into play, nonblack creatures
get -2/-2 until end of turn. #(You have threshold if seven or more
cards are in your graveyard.)#

Gravegouger
{2}{B}
Creature -- Nightmare Horror
2/2
When Gravegouger comes into play, remove up to two target cards in a
single graveyard from the game.
When Gravegouger leaves play, return the removed cards to their
owner's graveyard.

Grim Lavamancer
{R}
Creature -- Wizard
1/1
{R}, {T}, Remove two cards in your graveyard from the game: Grim
Lavamancer deals 2 damage to target creature or player.

Grotesque Hybrid
{4}{B}
Creature -- Zombie
3/3
Whenever Grotesque Hybrid deals combat damage to a creature, destroy
that creature. It can't be regenerated.
Discard a card from your hand: Grotesque Hybrid gains flying and
protection from green and from white until end of turn.

Gurzigost

{3}{G}{G}
Creature -- Beast
6/8
At the beginning of your upkeep, sacrifice Gurzigost unless you put
two cards from your graveyard on the bottom of your library.
{G}{G}, Discard a card from your hand: You may have Gurzigost deal
its combat damage to defending player this turn as though it weren't
blocked.

Hell-Bent Raider
{1}{R}{R}
Creature -- Barbarian
2/2
First strike, haste
Discard a card at random from your hand: Hell-Bent Raider gains
protection from white until end of turn.

Hydromorph Guardian
{2}{U}
Creature -- Guardian
2/2
{U}, Sacrifice Hydromorph Guardian: Counter target spell that
targets one or more creatures you control.

Hydromorph Gull
{3}{U}{U}
Creature -- Bird Guardian
3/3
Flying
{U}, Sacrifice Hydromorph Gull: Counter target spell that targets
one or more creatures you control.

Hypnox
{8}{B}{B}{B}
Creature -- Nightmare Horror
8/8
Flying
When Hypnox comes into play, if you played it from your hand, remove
all cards in target opponent's hand from the game.
When Hypnox leaves play, return the removed cards to their owner's
hand.

Hypochondria
{1}{W}
Enchantment
{W}, Discard a card from your hand: Prevent the next 3 damage that
would be dealt to target creature or player this turn.
{W}, Sacrifice Hypochondria: Prevent the next 3 damage that would be
dealt to target creature or player this turn.

Ichorid
{3}{B}
Creature -- Horror
3/1

Haste
At end of turn, sacrifice Ichorid.
At the beginning of your upkeep, if Ichorid is in your graveyard,
you may remove a black creature card in your graveyard other than
Ichorid from the game. If you do, return Ichorid to play.

Insidious Dreams
{3}{B}
Instant
As an additional cost to play Insidious Dreams, discard X cards from
your hand.
Search your library for X cards. Then shuffle your library and put
those cards on top of it in any order.

Insist
{G}
Sorcery
The next creature spell you play this turn can't be countered by
spells or abilities.
Draw a card.

Invigorating Falls
{2}{G}{G}
Sorcery
You gain life equal to the number of creature cards in all
graveyards.

Kamahl's Sledge
{5}{R}{R}
Sorcery
Kamahl's Sledge deals 4 damage to target creature.
Threshold —— Instead Kamahl's Sledge deals 4 damage to that creature
and 4 damage to that creature's controller. #(You have threshold if
seven or more cards are in your graveyard.)#

Krosan Constrictor
{3}{G}
Creature —— Snake
2/2
Swampwalk
{T}: Target black creature gets −2/−0 until end of turn.

Krosan Restorer
{2}{G}
Creature —— Druid
1/2
{T}: Untap target land.
Threshold —— {T}: Untap up to three target lands. #(Play this
ability only if seven or more cards are in your graveyard.)#

Laquatus's Champion
{4}{B}{B}
Creature —— Nightmare Horror
6/3

When Laquatus's Champion comes into play, target player loses 6
life.
When Laquatus's Champion leaves play, that player gains 6 life.
{B}: Regenerate Laquatus's Champion.

Last Laugh
{2}{B}{B}
Enchantment
Whenever a permanent other than Last Laugh is put into a graveyard
from play, Last Laugh deals 1 damage to each creature and each
player.
When no creatures are in play, sacrifice Last Laugh.

Liquify
{2}{U}
Instant
Counter target spell with converted mana cost 3 or less. If it's
countered this way, remove it from the game instead of putting it
into its owner's graveyard.

Llawan, Cephalid Empress
{3}{U}
Creature —— Cephalid Legend
2/3
When Llawan, Cephalid Empress comes into play, return all blue
creatures your opponents control to their owners' hands.
Your opponents can't play blue creature spells.

Longhorn Firebeast
{2}{R}
Creature —— Beast
3/2
When Longhorn Firebeast comes into play, any opponent may have it
deal 5 damage to him or her. If a player does, sacrifice Longhorn
Firebeast.

Major Teroh
{3}{W}
Creature —— Bird Soldier Legend
2/3
Flying
{3}{W}{W}, Sacrifice Major Teroh: Remove all black creatures from
the game.

Mesmeric Fiend
{1}{B}
Creature —— Nightmare Horror
1/1
When Mesmeric Fiend comes into play, target opponent reveals his or
her hand and you choose a nonland card from it. Remove that card
from the game.
When Mesmeric Fiend leaves play, return the removed card to its
owner's hand.

Militant Monk
{1}{W}{W}
Creature -- Cleric
2/1
Attacking doesn't cause Militant Monk to tap.
{T}: Prevent the next 1 damage that would be dealt to target
creature or player this turn.

Mind Sludge
{4}{B}
Sorcery
Target player discards a card from his or her hand for each swamp
you control.

Morningtide
{1}{W}
Sorcery
Remove all cards in all graveyards from the game.

Mortal Combat
{2}{B}{B}
Enchantment
At the beginning of your upkeep, if twenty or more creature cards
are in your graveyard, you win the game.

Mortiphobia
{1}{B}{B}
Enchantment
{1}{B}, Discard a card from your hand: Remove target card in a
graveyard from the game.
{1}{B}, Sacrifice Mortiphobia: Remove target card in a graveyard
from the game.

Mutilate
{2}{B}{B}
Sorcery
All creatures get -1/-1 until end of turn for each swamp you
control.

Mystic Familiar
{1}{W}
Creature -- Bird
1/2
Flying
Threshold -- Mystic Familiar gets +1/+1 and has protection from
black. #(You have threshold as long as seven or more cards are in
your graveyard.)#

Nantuko Blightcutter
{2}{G}
Creature -- Insect Druid
2/2
Protection from black
Threshold -- Nantuko Blightcutter gets +1/+1 for each black

permanent your opponents control. #(You have threshold as long as
seven or more cards are in your graveyard.)#

Nantuko Calmer
{2}{G}{G}
Creature -- Insect Druid
2/3
{G}, {T}, Sacrifice Nantuko Calmer: Destroy target enchantment.
Threshold -- Nantuko Calmer gets +1/+1. #(You have threshold as long
as seven or more cards are in your graveyard.)#

Nantuko Cultivator
{3}{G}
Creature -- Insect Druid
2/2
When Nantuko Cultivator comes into play, you may discard any number
of land cards from your hand. Put that many +1/+1 counters on
Nantuko Cultivator and draw that many cards.

Nantuko Shade
{B}{B}
Creature -- Insect Shade
2/1
{B}: Nantuko Shade gets +1/+1 until end of turn.

Narcissism
{2}{G}
Enchantment
{G}, Discard a card from your hand: Target creature gets +2/+2 until
end of turn.
{G}, Sacrifice Narcissism: Target creature gets +2/+2 until end of
turn.

Nostalgic Dreams
{G}{G}
Sorcery
As an additional cost to play Nostalgic Dreams, discard X cards from
your hand.
Return X target cards from your graveyard to your hand. Remove
Nostalgic Dreams from the game.

Obsessive Search
{U}
Instant
Draw a card.
Madness {U} #(You may play this card for its madness cost at the
time you discard it from your hand.)#

Organ Grinder
{2}{B}
Creature -- Zombie
3/1
{T}, Remove three cards in your graveyard from the game: Target
player loses 3 life.

Overmaster
{R}
Sorcery
The next instant or sorcery spell you play this turn can't be
countered by spells or abilities.
Draw a card.

Parallel Evolution
{3}{G}{G}
Sorcery
For each creature token in play, its controller puts a creature
token into play that's a copy of that creature.
Flashback {4}{G}{G}{G} #(You may play this card from your graveyard
for its flashback cost. Then remove it from the game.)#

Pardic Arsonist
{2}{R}{R}
Creature -- Barbarian
3/3
Threshold -- When Pardic Arsonist comes into play, it deals 3 damage
to target creature or player. #(You have threshold if seven or more
cards are in your graveyard.)#

Pardic Collaborator
{3}{R}
Creature -- Barbarian
2/2
First strike
{B}: Pardic Collaborator gets +1/+1 until end of turn.

Pardic Lancer
{4}{R}
Creature -- Barbarian
3/2
Discard a card at random from your hand: Pardic Lancer gets +1/+0
and gains first strike until end of turn.

Pay No Heed
{W}
Instant
Prevent all damage a source of your choice would deal this turn.

Petradon
{6}{R}{R}
Creature -- Nightmare Beast
5/6
When Petradon comes into play, remove two target lands from the
game.
When Petradon leaves play, return the removed cards to play under
their owners' control.
{R}: Petradon gets +1/+0 until end of turn.

Petravark

{3}{R}
Creature -- Nightmare Beast
2/2
When Petravark comes into play, remove target land from the game.
When Petravark leaves play, return the removed card to play under
its owner's control.

Pitchstone Wall
{2}{R}
Creature -- Wall
2/5
#(Walls can't attack.)#
Whenever you discard a card from your hand, you may sacrifice
Pitchstone Wall. If you do, return the discarded card from your
graveyard to your hand.

Plagiarize
{3}{U}
Instant
Until end of turn, if target player would draw a card, instead that
player skips that draw and you draw a card.

Possessed Aven
{2}{U}{U}
Creature -- Bird Soldier Horror
3/3
Flying
Threshold -- Possessed Aven gets +1/+1, is black, and has "{2}{B},
{T}: Destroy target blue creature." #(You have threshold as long as
seven or more cards are in your graveyard.)#

Possessed Barbarian
{2}{R}{R}
Creature -- Barbarian Horror
3/3
First strike
Threshold -- Possessed Barbarian gets +1/+1, is black, and has "{2}
{B}, {T}: Destroy target red creature." #(You have threshold as long
as seven or more cards are in your graveyard.)#

Possessed Centaur
{2}{G}{G}
Creature -- Centaur Horror
3/3
Trample
Threshold -- Possessed Centaur gets +1/+1, is black, and has "{2}
{B}, {T}: Destroy target green creature." #(You have threshold as
long as seven or more cards are in your graveyard.)#

Possessed Nomad
{2}{W}{W}
Creature -- Nomad Horror
3/3
Attacking doesn't cause Possessed Nomad to tap.

Threshold —— Possessed Nomad gets +1/+1, is black, and has "{2}{B}, {T}: Destroy target white creature." #(You have threshold as long as seven or more cards are in your graveyard.)#

Psychotic Haze
{2}{B}{B}
Instant
Psychotic Haze deals 1 damage to each creature and each player.
Madness {1}{B} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Putrid Imp
{B}
Creature —— Zombie Imp
1/1
Discard a card from your hand: Putrid Imp gains flying until end of turn.
Threshold —— Putrid Imp gets +1/+1 and can't block. #(You have threshold as long as seven or more cards are in your graveyard.)#

Pyromania
{2}{R}
Enchantment
{1}{R}, Discard a card at random from your hand: Pyromania deals 1 damage to target creature or player.
{1}{R}, Sacrifice Pyromania: Pyromania deals 1 damage to target creature or player.

Radiate
{3}{R}{R}
Instant
Choose target instant or sorcery spell that targets only a single permanent or player. For each other permanent or player that spell could target, put a copy of the spell onto the stack. Each copy targets a different one of those permanents and players.

Rancid Earth
{1}{B}{B}
Sorcery
Destroy target land.
Threshold —— Instead destroy that land and Rancid Earth deals 1 damage to each creature and each player. #(You have threshold if seven or more cards are in your graveyard.)#

Reborn Hero
{2}{W}
Creature —— Soldier
2/2
Attacking doesn't cause Reborn Hero to tap.
Threshold —— When Reborn Hero is put into a graveyard from play, you may pay {W}{W}. If you do, return Reborn Hero to play under your control. #(You have threshold if seven or more cards are in your graveyard.)#

Restless Dreams
{B}
Sorcery
As an additional cost to play Restless Dreams, discard X cards from
your hand.
Return X target creature cards from your graveyard to your hand.

Retraced Image
{U}
Sorcery
Reveal a card in your hand, then put that card into play if it has
the same name as a permanent in play.

Seton's Scout
{1}{G}
Creature —— Centaur Druid
2/1
Seton's Scout may block as though it had flying.
Threshold —— Seton's Scout gets +2/+2. #(You have threshold as long
as seven or more cards are in your graveyard.)#

Shade's Form
{1}{B}{B}
Enchant Creature
Enchanted creature has "{B}: This creature gets +1/+1 until end of
turn."
When enchanted creature is put into a graveyard, return that
creature to play under your control.

Shambling Swarm
{1}{B}{B}{B}
Creature —— Horror
3/3
When Shambling Swarm is put into a graveyard from play, distribute
three —1/—1 counters among one, two, or three target creatures.
Remove those counters at end of turn.

Sickening Dreams
{1}{B}
Sorcery
As an additional cost to play Sickening Dreams, discard X cards from
your hand.
Sickening Dreams deals X damage to each creature and each player.

Skullscorch
{R}{R}
Sorcery
Target player discards two cards at random from his or her hand
unless that player has Skullscorch deal 4 damage to him or her.

Skywing Aven
{2}{U}
Creature —— Bird Soldier
2/1

Flying
Discard a card from your hand: Return Skywing Aven to its owner's hand.

Slithery Stalker
{1}{B}{B}
Creature -- Nightmare Horror
1/1
Swampwalk
When Slithery Stalker comes into play, remove target green or white creature an opponent controls from the game.
When Slithery Stalker leaves play, return the removed card to play under its owner's control.

Sonic Seizure
{R}
Instant
As an additional cost to play Sonic Seizure, discard a card at random from your hand.
Sonic Seizure deals 3 damage to target creature or player.

Soul Scourge
{4}{B}
Creature -- Nightmare Horror
3/2
Flying
When Soul Scourge comes into play, target player loses 3 life.
When Soul Scourge leaves play, that player gains 3 life.

Spirit Flare
{3}{W}
Instant
Tap target untapped creature you control. If you do, it deals damage equal to its power to target attacking or blocking creature an opponent controls.
Flashback--{1}{W}, Pay 3 life. #(You may play this card from your graveyard for its flashback cost. Then remove it from the game.)#

Stern Judge
{2}{W}
Creature -- Cleric
2/2
{T}: Each player loses 1 life for each swamp he or she controls.

Strength of Isolation
{1}{W}
Enchant Creature
Enchanted creature gets +1/+2 and has protection from black.
Madness {W} #(You may play this card for its madness cost at the time you discard it from your hand.)#

Strength of Lunacy
{1}{B}
Enchant Creature

Enchanted creature gets +2/+1 and has protection from white.
Madness {B} #(You may play this card for its madness cost at the
time you discard it from your hand.)#

Stupefying Touch
{1}{U}
Enchant Creature
When Stupefying Touch comes into play, draw a card.
Enchanted creature's activated abilities can't be played.

Tainted Field
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {W} or {B} to your mana pool. Play this ability only if you
control a swamp.

Tainted Isle
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {U} or {B} to your mana pool. Play this ability only if you
control a swamp.

Tainted Peak
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {B} or {R} to your mana pool. Play this ability only if you
control a swamp.

Tainted Wood
Land
{T}: Add one colorless mana to your mana pool.
{T}: Add {B} or {G} to your mana pool. Play this ability only if you
control a swamp.

Temporary Insanity
{3}{R}
Instant
Untap target creature with power less than the number of cards in
your graveyard and gain control of it until end of turn. That
creature gains haste until end of turn.

Teroh's Faithful
{3}{W}
Creature -- Cleric
1/4
When Teroh's Faithful comes into play, you gain 4 life.

Teroh's Vanguard
{3}{W}
Creature -- Nomad
2/3
You may play Teroh's Vanguard any time you could play an instant.
Threshold -- When Teroh's Vanguard comes into play, creatures you
control gain protection from black until end of turn. #(You have

threshold if seven or more cards are in your graveyard.)#

Transcendence
{3}{W}{W}{W}
Enchantment
You don't lose the game for having 0 or less life.
When you have 20 or more life, you lose the game.
Whenever you lose life, you gain 2 life for each 1 life you lost.
#(Damage dealt to you causes you to lose life.)#

Turbulent Dreams
{U}{U}
Sorcery
As an additional cost to play Turbulent Dreams, discard X cards from
your hand.
Return X target nonland permanents to their owners' hands.

Unhinge
{2}{B}
Sorcery
Target player discards a card from his or her hand.
Draw a card.

Vengeful Dreams
{W}{W}
Instant
As an additional cost to play Vengeful Dreams, discard X cards from
your hand.
Remove X target attacking creatures from the game.

Violent Eruption
{1}{R}{R}{R}
Instant
Violent Eruption deals 4 damage divided as you choose among any
number of target creatures and/or players.
Madness {1}{R}{R} #(You may play this card for its madness cost at
the time you discard it from your hand.)#

Waste Away
{4}{B}
Instant
As an additional cost to play Waste Away, discard a card from your
hand.
Target creature gets -5/-5 until end of turn.

Zombie Trailblazer
{B}{B}{B}
Creature -- Zombie
2/2
Tap an untapped Zombie you control: Target land becomes a swamp
until end of turn.
Tap an untapped Zombie you control: Target creature gains swampwalk
until end of turn.

Sengir Vampire
{3}{B}{B}
Creature —— Vampire
4/4
Flying
Whenever a creature dealt damage by Sengir Vampire this turn is put
into a graveyard, put a +1/+1 counter on Sengir Vampire.